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# Greed Island Specified Slot Card Dnd 5e Magic Item conversions

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## Secret Cape: Very Rare

The attuned cannot be scryed or divined upon by any spell cast below 7th level and grants a +2 bonus to dexterity saving throws. Requires attunement.

## Memory Helmet: Rare

50 lbs. You will never forget things you see or hear while wearing this helmet. Unfortunately, it's extremely large and heavy. The wearer of this helmet gains advantage on all intelligence-based ability checks and has their speed reduced by half their movement speed.



## Shield of Faith: Legendary

Once before each dawn, an attuned wielder of this shield can cast the spell Antimagic Field without components and without the need to concentrate, although the duration is reduced to 1 minute. Also, the attuned wielder of this shield is immune to any magical effect that would forcibly move her. For example, the attuned would be immune to the effects of the spell Banishment and the effects of an arrow from the Quiver of Frustration, a magical item found later in this list. This immunity does not extend to things like magically conjured octopus tentacles that grapple and forcibly drag creatures.



## Eternal Hammer: Very Rare

+2 bonus. Warhammer. Once per day, anyone hit with this hammer can be afflicted with one random condition. You can choose to activate this feature after you have already hit with an attack using this hammer but before you see the results of your attack. To determine the condition, roll a d20 and consult the following table. Conditions 2 through 13 last for as long as 1

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minute, or until the target takes damage from any source, whichever comes first. Requires Attunement.

1	Hammer Disintegrates	11	Prone
2	Blinded	12	Stunned
3	Charmed	13	Unconscious
4	Deafened	14	1 Level of Exhaustion
5	Frightened	15	1 Level of Exhaustion
6	Incapacitated	16	1 Level of Exhaustion
7	Invisible	17	2 Levels of Exhaustion
8	Paralyzed	18	2 Levels of Exhaustion
9	Petrified	19	3 Levels of Exhaustion
10	Poisoned	20	Drop to 0 hit points

## Quiver of Frustration: Very Rare

A creature hit with an arrow just drawn from this quiver must make a Wisdom saving throw, DC 14. On a failed save, the creature is immediately transported to a safe location 1 mile from its current position. The quiver comes with 1d8 + 2 arrows and has a max capacity of 10. (If DM so chooses, use this variant rule: The arrows found in the quiver are unique. Putting new arrows in to this quiver will not give those arrows this property. The DM may propose a special quest or some other means that gives one the opportunity to refill the quiver.) When the last arrow is spent, the quiver becomes a normal quiver. Requires Attunement.

## Scapegoat/Sacrifice Armor: Very Rare

Once per long rest, a creature wearing and attuned to this armor can render ineffective one weapon attack made against it - all damage and effects that weapon attack would render is completely mitigated. You can choose to use this feature after you've heard what the effects of the attack would be. When you do so, roll a d20. On a 1, the armor disintegrates. If the individual wearing and attuned to this armor is targeted by a Disintegrate spell, the armor immediately disintegrates and the individual is unaffected by the spell. Heavy Armor Only. Requires Attunement.

## Paladin's Necklace: Rare

A creature attuned to this will be shielded from curses cast upon him, and be able to undo curses placed on



objects he touches. Attuned creature can cast Remove Curse at will. Requires Attunement.

## Sword of Truth: Very Rare

Any melee slashing weapon. As an action, you can invoke the power of the Sword of Truth with a command phrase. When invoked, the sword shines with bright light in a 30 foot radius, and dim light 30 feet beyond that. As part of that action, verbally call in to question the veracity of claims a target has just made. The target must understand and be able to speak the language you question in. Within the next minute, the first melee weapon attack you make with this weapon that hits the target causes one of two effects: 1. If the target was being deceitful about their claims, the target is automatically split in two. 2. If the target was being truthful, the weapon shatters instead. In trials, it is a criminal's worst nightmare. A shattered weapon will regenerate if stored in its scabbard for 24 hours. Requires Attunement.



## Staff of Judgment: Very Rare

+2 bonus to any attack rolls made with this staff. Once per long rest, you can raise this staff in the air while calling out the name of someone you've met that you want to punish, and calamity will befall the one of you who has committed more bad deeds, the target or yourself. Requires Attunement.

## Rainbow Diamond: Very Rare

A diamond that shines in a rainbow of colors. Propose with this diamond and she is guaranteed to say "yes." A creature carrying this diamond is immune to Color Spray, Prismatic Spray and Prismatic Wall.

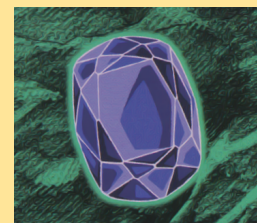
## Lonely Sapphire: Rare

The owner of this sapphire will acquire vast wealth, but in exchange will spend a lifetime alone, forsaken by friends, family, and significant others. An attuned creature can cast the Charm Person spell at will as if they spent a 3rd level spell slot. Requires Attunement.



## Roaming Ruby: Rare

The owner of this ruby will gain immense wealth, but will never be able to remain in the same place for more than a week. An attuned creature can cast Dimension Door at will but cannot take someone with them, must move at least 200 feet away from their origin, and can never return to any place within 200 feet from those origins. An attuned creature also cannot be the target of the spell Word of Recall. Requires Attunement.



## Wild Luck Alexandrite: Very Rare

Its owner will get to have once-in-a-lifetime experiences, though you cannot choose whether they're for better or for worse... An attuned



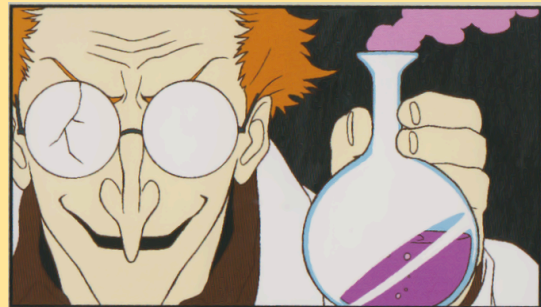
creature may roll on the Wild Magic Sorcerer's Wild Magic Surge table once per day as an action.

## Night Jade: Very Rare

A jewel "blessed" by the Devil. Once per day, when danger is about to befall its owner, it will deflect it to someone you've met. Roll a d20 to determine what type of individual it deflects to. On a result of 1-3, it deflects to a friend or loved one. On a roll of 4-8, it deflects to a regular acquaintance or colleague. On a 9-14, it deflects to a stranger you have briefly met and have exchanged words with. On a 15-20, it deflects to an enemy or an individual you have an antagonistic relationship with. Requires Attunement.

## Mad Scientist's Pheromones: Rare

Spray on your body to attract the opposite sex. However, you cannot adjust the strength of its effect, so be careful as it may cause a proliferation of stalkers. Creatures who have spent a total amount of time with you for longer than 24 hours prior to you applying these pheromones are immune to this effect.



## Mad Scientist's Steroids: Very Rare

Get all the muscles you want without exercise. You must drink a liter a day for a week, and it tastes horrible. To drink 1 Liter, you must make a Constitution saving throw, DC 18. On a fail, you vomit out the drink, the entire liter becomes wasted and indigestible, and you gain a level of Exhaustion. If you do not manage to drink and ingest 1 entire liter within 24 hours of the last time you managed to do so, then any progress you have made is entirely wasted and you must start over from the beginning. Anything that would allow you to automatically succeed a saving throw does not function with this, although temporary numerical bonuses still function normally. At the end of a successful week, your strength score increases by 1, to a maximum of 20. Found as a 1d6+1-box set, with ten one-L bottles per box.

## Doyen's Hair Restorer: Uncommon

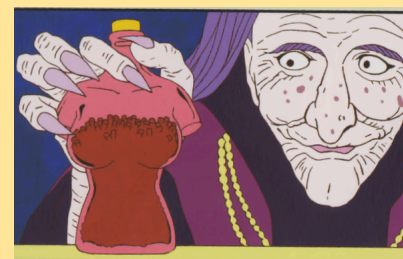
Luxurious hair will grow wherever it is applied. Use gloves, or hair will grow on fingers and palms. One vial contains 200 ml (enough to cover ten heads).

## Doyen's Growth Pills: Uncommon

Each pill makes you grow one cm taller. One vial contains 100 pills. Not recommended for people under 20 years of age.

## Witch's Diet Pills: Uncommon

Each pill makes you lose one kg. One vial contains 200 pills. Beware, as you will die if you take more than your weight.





## Witch's Rejuvenation Potion: Legendary

Each pill makes you physically younger by one year. You will retain all knowledge and memories, i.e. your mental stats will remain unchanged, but your physical stats may change according to your dungeon master. Beware, as you will die if you take more than your age. One vial contains 100 pills.

## Witch's Love Potion: Rare

Kiss a pill and have your intended drink it, and he or she will fall in love with you. One pill lasts one week; one vial contains 500 pills.



## Vending Check-up: Rare

A mysterious handheld device, with an action it provides a full-body medical scan for just 5 gp, which disappear into slots in the device. However, the only results are "All Clear" or "Anomaly Detected," in which case it is recommended you see a doctor or a cleric. Can be used to detect magical afflictions.

## Long Lost Delivery: Rare

Another mysterious handheld device, it has only one button and three charges. Press the button and speak into the device, describing an item you have lost that can fit in a 5 foot cube, and it will be delivered to you the next day by some natural means. For example, an owl carrying the item by claw can swoop down and drop it, or a passing merchant may inform you that she was instructed to pass the item on to you, all expenses paid. The item must have been lost for longer than a month. Charges refresh each dawn.

## Miniature Dragon: Legendary

A flightless dragon small enough to fit in your hand. It will obey commands and will eventually learn to talk and grow wings only if raised with love. Size: Tiny. Speed: 25 feet. When it is not yet attuned to an individual, its skin is colorless and almost translucent. Its color will eventually change to match the personality and disposition of whoever comes to attune with it. The DM uses a table at the end of this description to determine which color it changes in to. When it fully changes into a color, it gains an acquired attribute as described in the table. It may use its acquired trait once between short rests.

To attune to a miniature dragon, it must be colorless and translucent and you must spend 24 continuous hours caring for and watching over it. Attunement will not necessarily result in it changing color, though it will not change color before attunement; color change can take days or even weeks, depending on what and how much the miniature dragon witnesses. Attunement is lost when the miniature dragon and its owner are separated from one another, unable to see one another, for a 24 hour period, after which the dragon loses its color. An awakened miniature dragon never loses its attunement and never loses its color.

Miniature dragons respond to strong displays of emotion. If an attuned individual tends to display meek, socially anxious behavior, then the miniature dragon may never change color. But

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a miniature dragon will be able to pick up on the minutest displays of behavior, so that over time the small amounts of emotion displayed by the attuned will eventually be sufficient to determine the color the miniature dragon changes in to.

To command a miniature dragon: On your turn, you can spend a bonus action to have the miniature dragon move up to its speed, dash, dodge, disengage, make a melee attack, or use its acquired attribute if it has one. When you don't have line of sight with the miniature dragon, the dragon acts independently, acting to preserve its own life, or on the last orders you gave it.

All real dragons have a certain minimum level of pride, and so this miniature dragon, which is not naturally born but magically crafted, will tend to incense any dragon in a negative way. At best a dragon will feel incredibly awkward around a miniature dragon and at worst a dragon will become enraged and immediately attempt to destroy the miniature dragon and its owner, depending on the color of the dragon and miniature dragon (DM discretion).

Some dragons might even craft miniature dragons as baits and seeds to discover like-minded humanoids that they may then enthrall or make partnerships with.

Because it is magic and not actually a living creature, it does not need to eat, drink, breathe or sleep, but it can if it wants to. And being allowed to do so, especially if it is given food it likes or allowed to rest and play in relaxing/fun environments, may go a long way towards expressing one's love towards it. Countless past owners of miniature dragons who considered them more object than creature would go to their graves never learning that a miniature dragon could learn to speak and grow wings. The love given to the miniature dragon need not be a healthy form of love; it need only be powerful.

There are two stat blocks for the miniature dragon. One for the typical miniature dragon, and one for the dragon awakened with love. Places where it mentions a proficiency bonus refer to the proficiency bonus of the individual attuned with the miniature dragon. If the miniature dragon has not gained an Acquired Attribute yet, then do not add the proficiency bonus in acquired attribute **Bite** damage. An awakened miniature dragon is intelligent, and can speak and act on its own accord without direct orders from its owner. Its personality and disposition will match its color.

## Miniature Dragon: Stat Block

*Tiny magical construct, -----*

**AC** 10 + proficiency bonus (magical armor)

**Hit Points** 35(10d4 + 10)

**Speed** 25ft., climb 25 ft.

Str	Dex	Con	Int	Wis	Cha
14(+2)	14(+2)	12(+1)	6(-2)	6(-2)	6(-2)

**Saving Throws** Dex +2 + proficiency, Con +1 + proficiency, Wis -2 + proficiency, Cha -2 + proficiency

**Skills** --

**Damage Resistances** non-magical bludgeoning, piercing, slashing,

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**Damage Immunities** type determined by acquired attribute

**Languages** none

**Challenge** N/A

**ACTIONS**

**Bite.** *Melee Weapon Attack.* +2 + proficiency to hit, reach 5 ft., one target.

**Hit.** 5 (1d4 + 2) piercing damage plus proficiency bonus Acquired Attribute type damage.

**Acquired Attribute.** *Breath Weapon.* See table.

## Awakened Miniature Dragon: Stat Block

*Tiny magical construct, -----*

**AC** 14 + proficiency bonus (magical armor)

**Hit Points** 55(10d4 + 30)

**Speed** 25ft., climb 25 ft., fly 50 ft.

**Str**   **Dex**   **Con**   **Int**   **Wis**   **Cha**

18(+4) 18(+4) 16(+3) 16(+3) 16(+3) 16(+3)

**Saving Throws** Dex +4 + proficiency, Con +3 + proficiency, Wis +3 + proficiency, Cha +3 + proficiency

**Skills** All skills attuned individual is proficient in

**Damage Resistances** nonmagical bludgeoning, piercing, slashing,

**Damage Immunities** type determined by acquired attribute

**Languages** All languages attuned individual knows

**Challenge** N/A

**ACTIONS**

**Bite.** *Melee Weapon Attack.* +4 + proficiency to hit, reach 5 ft., one target.

**Hit.** 10 (2d4 + 4) piercing damage plus proficiency bonus Acquired Attribute type damage.

**Acquired Attribute.** *Breath Weapon.* See table. DC for breath weapons increase by 3.

## Miniature Dragon Personality Trait/Color Table

<i>Personality Trait</i>	<i>Color</i>	<i>Acquired Attribute</i>
Cruel, Sadistic	<b>Black</b>	Acid Breath
Vain, Calculating	<b>Blue</b>	Lightning Breath
Manipulative, a Liar	<b>Green</b>	Poison Breath
Arrogant, Greedy	<b>Red</b>	Fire Breath
Vengeful, Anti-social	<b>White</b>	Cold Breath
Sociable, Talkative	<b>Brass</b>	Sleep Breath
Curious, Oppose Tyranny	<b>Bronze</b>	Repulsion Breath
Humorous, Playful	<b>Copper</b>	Slowing Breath



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Wise and Fair, Aloof and Grim	Gold	Weakening Breath
Friendly, Virtuous	Silver	Paralyzing Breath

**Acid Breath.** The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line

must make a Dexterity saving throw (DC 10 + proficiency bonus), taking 22 (5d8) acid damage on a

failed save, or half as much damage on a successful one.

**Lightning Breath.** The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in

that line must make a Dexterity saving throw (DC 10 + proficiency bonus), taking 22 (4d10) lightning

damage on a failed save, or half as much damage on a successful one.

**Poison Breath.** The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must

make a Constitution saving throw (DC 10 + proficiency bonus), taking 21 (6d6) poison damage on a

failed save, or half as much damage on a successful one.

**Fire Breath.** The dragon exhales fire in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC 10 + proficiency bonus), taking 24 (7d6) fire damage on a failed save, or

half as much damage on a successful one.

**Cold Breath.** The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must

make a Constitution saving throw (DC 10 + proficiency bonus), taking 22 (5d8) cold damage on a

failed save, or half as much damage on a successful one.

**Sleep Breath.** The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw (DC 10 + proficiency bonus) or fall unconscious for 1 minute.

This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

**Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area

must succeed on a Strength saving throw (DC 10 + proficiency bonus). On a failed save, the creature

is pushed 30 feet away from the dragon.

**Slowing Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on

a Constitution saving throw (DC 10 + proficiency bonus). On a failed save, the creature can't use

reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the

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creature can use either an action or a bonus action on its turn, but not both. These effects last for 1

minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on

itself with a successful save.

**Weakening Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a Strength saving throw (DC 10 + proficiency bonus) or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can

repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Paralyzing Breath.** The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area

must succeed on a Constitution saving throw (DC 10 + proficiency bonus) or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself

on a success

## Fledgling CEO. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in the Persuasion skill when it hatches. The stronger your desire during incubation, the sooner it will hatch.



## Fledgling Actor. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in the Performance skill when it hatches. The stronger your desire during incubation, the sooner it will hatch.

## Fledgling Gambler. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in the Sleight of Hand skill when it hatches. The stronger your desire during incubation, the sooner it will hatch.

## Fledgling Pilot. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in three vehicles of your choice when it hatches. The stronger your desire during incubation, the sooner it will hatch.

## Fledgling Musician. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in three musical instruments of your choice when it hatches. The stronger your desire during incubation, the sooner it will hatch.

## Fledgling Politician. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in the Deception skill when it hatches. The stronger your desire during incubation, the sooner it will hatch.



## Fledgling Physician. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in the Medicine skill when it hatches. The stronger your desire during incubation, the sooner it will hatch.

## Fledgling Athlete. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in the Athletics skill when it hatches. The stronger your desire during incubation, the sooner it will hatch.

## Fledgling Acrobat. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in the Acrobatics skill when it hatches. The stronger your desire during incubation, the sooner it will hatch.

## Fledgling Crafts Expert. Rare

Warm this magic egg in your hand for three hours a day for one to twelve months, and you will gain proficiency in three tool sets of your choice when it hatches. The stronger your desire during incubation, the sooner it will hatch.

## Recycling Room. Legendary

Put something broken in this room and it will be repaired as good as new 24 hours later. A broken magic item can be repaired in this way. The room is an extra-dimensional space. When not in use, it takes the form of a doorknob that a creature can carry around. To summon the room, the creature turns the doorknob as if it were attached to a door and speaks the command word. A door then will open, revealing the extra-dimensional space. While repairing an item, the room cannot be moved. The door must not be opened until time is up.

## Chameleon Cat. Legendary

An endangered species. It can transform into any animal. However, its mass remains constant, so it will be a tiny elephant or a large hamster, for example. As an action, a tamed cat's tamer can have the cat cast True Polymorph on itself, changing its appearance, biology, movement modes, and so on. But the chameleon cat remains size tiny, HitPoints remain the same, has no access to any spells or unique features like breath weapons its new form could cast, and does not change any of its mental stats in its new form. Its base damage for any of its attacks never exceeds 1, although modifiers can still increase it. Additional movement modes like swim speed and burrow speed equal the chameleon cat's original climb speed, and if the new form has a fly speed, the fly speed equals twice its original climb speed.

## Chameleon Cat: Stat Block

*Tiny magical beast, -----*

**AC** 13

**Hit Points** 18(5d4 + 5)

**Speed** 40ft., climb 30 ft.

Str	Dex	Con	Int	Wis	Cha
3(-4)	17(+3)	12(+1)	4(-3)	12(+1)	7(-2)

**Skills** Perception +4, Stealth +6, Deception +1

**Senses** passive Perception 14

**Languages** ---

**Challenge** N/A

**ACTIONS**

**Scratch.** *Melee Weapon Attack.* +0 to hit, reach 5 ft., one target.

*Hit.* 1 slashing damage.



## Hormone Cookies. Legendary

After eating this candy, your sex will temporarily change for 24 hours. A set of 1d8 + 2 boxes; 20 cookies per box.

## Parrot Candy. Rare

Sucking on this candy enables you to produce any voice. The effect lasts until you next ingest something. A set of 1d8 + 2 packs, 50 candies per pack.

## Postcard to the Dead. Legendary

Address and mail this return postage-paid postcard to a deceased person through any natural messenger system, and you will get a reply the next day. A book of 1d20 x 4 + 20.

## Favor Cushion. Rare

Seat someone on this cushion and he will do one thing for the first individual to request something, so long as it is within his capabilities. If the thing requires the individual to get off the cushion, they will still be compelled to complete the task they were given. Once the task is complete, the individual becomes aware of the cushion's effect. Creatures immune to charm are unaffected.

## Book of V.I.P Passes. Rare

You can go anywhere that would require a pass or documentation with these passes. Book of 1d20 x 4 + 20. One pass works for one person one time.

## Risky Dice. Rare

A twenty-sided die with one skull face and 19 star faces. Great things happen when you roll a star, but rolling the skull will be bad enough to cancel out all the previous great events. As an action, roll a d20. On a 2-20, roll 1d6 and add it to your next attack roll, ability check, or saving throw, whichever comes first. You cannot gain the benefit of risky dice again until you



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expend that 1d6. Keep track of how many times anybody uses a risky die. On a 1, the individual who rolled it takes damage equal to the number of times a risky die has been used multiplied by  $1d6 + 4$ . Once that occurs, reset the count of risky dice used to zero.

## Poltergeist Pillow. Very Rare

Sleep on this pillow and your astral form will be able to wander will, but you will turn into a real ghost if you do not return to your body within 24 hours. When you fall asleep on this pillow, you and only you fall under the effect of the spell Astral Projection, except you cannot use your action to return to your body; you must manually return to your body before the 24 hours are up.



at

## Imp's Wink. Very Rare

You will experience the most amazing ecstasy when she winks at you. She can appear multiple times. Be warned, it can get addictive.

## Breath of the Archangel. Legendary

She cures one person of all wounds, curses and ills, restoring them to perfect health. Alternatively, you can cast the spell True Resurrection without expending a slot or component costs. She will only appear once.



## Fairy King's Advice. Very Rare

The Fairy King offers you gentle, apt advice on what you lack or what you should fix. The annoying thing is he appears when he wants to. When he gives you advice regarding something that you can apply an ability check to, you are considered under the benefit of the cantrip Guidance for that ability check.



## Luck Bank Book. Very Rare

Refrain from using the little things of good luck in your daily life, and you can accumulate and convert them into cash. Whenever you roll a natural 20 on a d20 roll, you can choose to reroll it. If you do so, the luck bank book gains a charge, up to a maximum of 5 charges. If rerolling nets you another natural 20, you cannot reroll it for the sake of adding another charge. You cannot use this feature whenever you would roll more than 1d20. At the start of each dawn, 20 gp appear within a pouch attached to the luck bank book for every charge on it, and the charge count resets to zero.

## Golden Dictionary. Rare

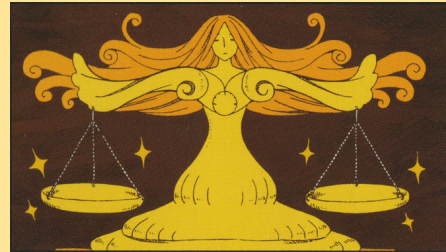
Each dawn you will find a word glowing gold in this magical tome. You should learn those words because they will come in handy at some point during the day. A new word appears at each dawn and is chosen by the DM. Until the next dawn, if you manage to use the word in a conversation with someone and the DM prompts you for a Charisma (Deception) or Charisma



(Persuasion) roll, you gain a + 10 bonus to that roll. If the situation in which you use that word does not have the DM prompt you to make a Deception or Persuasion, you may attempt to use that word again later in the day, though using it too frequently with the same person may weird that person out.

## Golden Scales. Rare

When faced with a two-option choice, these scales will tell you which is better for your future. Once per short rest, while holding these scales in two hands, you can spend one action to cast the spell Augury without component costs, but only regarding a two-option choice, and it will only give you the answers "Weal", and "More Weal".



## Pregnancy Stones. Legendary

Carry a stone (weighing 7 lb. each) for one month and you will get pregnant, even if you're male. You may choose the sex of the baby by the female or male stone.

## Liquor Spring. Very rare

Draw some of this spring's water and one hour later it will become a random alcoholic drink of exquisite taste and extraordinary quality. The spring is large enough to draw 500 Liters of liquid from it, and recovers 1d20 x 5 Liters of water each dawn. If the spell *Create or Destroy Water* is used in any manner with regard to the spring, the spring becomes drained and collapses.



## Skin Care Hot Springs. Very rare

A hot spring that cures you of any skin condition. Bathing in it for half an hour a day gives you skin as soft and smooth as a baby's. At the end of that half hour you can remove a level of exhaustion. An individual can only gain the benefit of this once a day.

## Ruler's Blessing. Legendary

The individual who opens this sealed letter will discover a declaration naming her the owner of a castle, including an adjoined town with population 10,000. The letter will also contain directions on how to reach this castle, and traveling with the intent to reach there will inevitably result in the individual reaching it without significant trouble or cost. Its residents will live according to whatever laws and commands you issue.